CREATIVE SOFTWARE

ASKS:
HOW CAN YOU BE CREATIVE IF YOUR SOFTWARE ISN'T?

SUMMER 1983 CATALOG

The answer is simply: You can't.

Until you find just the right software, you'll never realize just how creative you and your computer can be.

And in the world of software, there are none more perfectly designed to release the full potential of your computer — and your mind —than that from

CREATIVE SOFTWARE.

We offer a complete line of games, home application programs and educational titles for your Commodore 64™, VIC-20, Atari® 400™/800™ and Texas Instruments® 99/4A™.

You will find them exciting, challenging, useful and fun.

Isn't it about time you gave your creativity a little spark with....

CREATIVE SOFTWARE?

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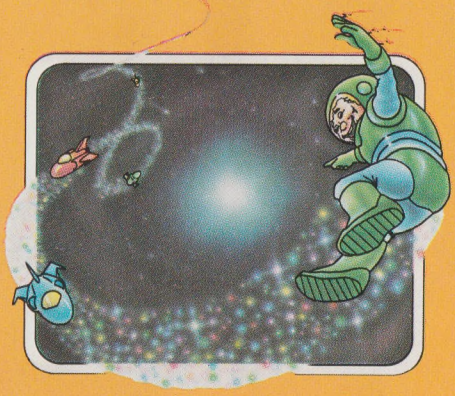
PRESENTING 14 FUN & FAST GAMES

Please see page 13 for all technical specifications and format availability.

TWO NEW GAMES FOR THE COMMODORE 64!

MOONDUST



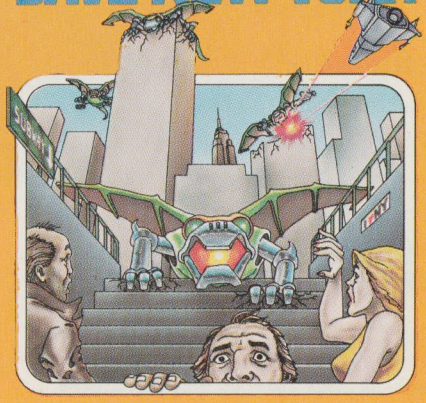
This unique and fascinating game joins hypnotic color graphics and mesmerizing computer-generated music to delight the senses. Simply put, MOONDUST challenges you to draw colorful trails of moondust crystals through the heart of a glowing, ever-changing energy field.

As you play, your eyes will be treated to a spectacular show of dancing lights, colors and patterns. At the same time, your ears will be graced with beautiful music whose chord and tempo changes are guided by the movement of your joystick.

Experience the beauty of MOONDUST. See it, hear it...and enjoy.

For the Commodore 64.

SAVE NEW YORK



City-munching monsters from outer space have dropped onto New York! And these turkeys are literally gobbling it up!

To save the Big Apple, you must fly around in your rocket ship and shoot down these creatures. But beware! If you run into these mutants or into buildings or run out of fuel, you can kiss your hero days — and New York City — goodbye!

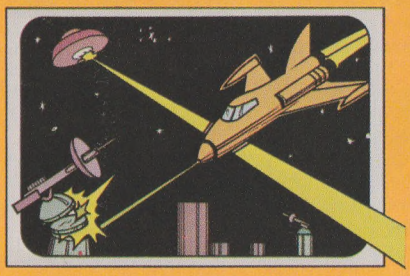
Our hungry visitors can also lay eggs that drop to the ground. These hatch into baby mutants that crawl into the subway system and proceed to eat the buildings from the ground up!

For up to 2 players, this game has increasing levels of difficulty to keep you always hopping.

For the VIC-20 and Commodore 64.

GAMES

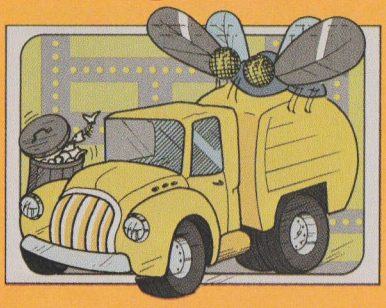
ASTROBLITZ



As captain of a fast-moving rocket plane in this fast-action, multi-color, arcade-style game, your mission is to make the planet safe by destroying all dangerous objects on its surface and in its atmosphere. Score as many points as possible by shooting down alien Saucers and destroying Gun Towers. Use the joystick to navigate your ship carefully to avoid being hit by enemy fire and strange alien objects! Keeps current score and high score.

For VIC-20, Commodore 64, & TI 99/4A.

TRASHMAN

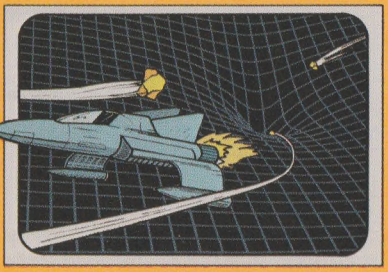


As the spearhead of the city's anti-litter campaign, you have decided to participate at the grassroots level by personally driving the town garbage truck. Your mission: to patrol the streets, picking up litter and emptying trash cans. Your attempts to clean up the town, however, are thwarted by the enormous flies that threaten your truck wherever it goes.

Increase your score by picking up trash, but be careful to avoid the flies! Variable skill levels, full color graphics, and exciting sound effects make this open-ended game fun to play for hours on end!

For VIC-20, Commodore 64, & TI 99/4A.

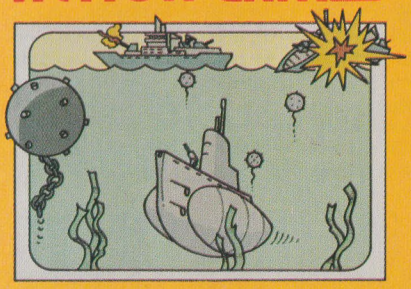
BLACK HOLE



This original space game is one of the most exciting and difficult arcade-style games available for the VIC-20. The swirling Black Hole in the middle of your screen is constantly trying to draw you in to your destruction. In addition to avoiding this trap, you have dangerous space debris zooming through space. If it crashes into you, all your power is lost and you are sucked into the Black Hole. You can shoot this debris and destroy it, but if you miss and the Black Hole claims it, it is transformed into malicious space baddies who'll chase after you!

For VIC-20.

ACTION GAMES



This package contains three games:

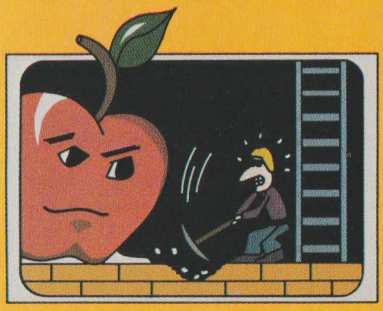
In SEAHUNT, you're the captain of a submarine, and the object is to sink as many ships as possible within 60 seconds. Floating mines add to the challenge and enjoyment.

BOUNCEOUT is a game of anticipation and reflexes: You direct a bouncing ball at a wall of three types of bricks which disappear as the ball hits them.

In VIC TRAP, you play against the VIC and try to trap it by having it run into either your trail, the VIC's own trail, or the boundary of the screen.

For VIC-20.

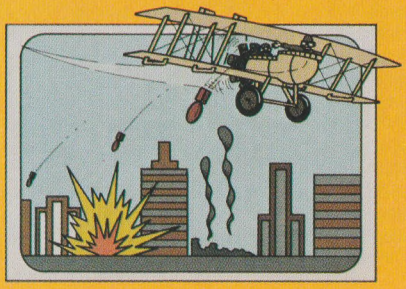
APPLE PANIC



You are besieged by a number of wandering apple monsters! The only way to destroy them is by digging holes in the brick floors. Once an apple has fallen and becomes wedged in the hole, you must push it completely through the hole by beating it over the head. If you get to the apple too late, it may crawl out of the hole and get you!

For VIC-20.

CITY BOMBER & MINEFIELD

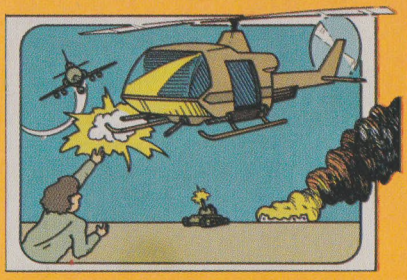


In order to land your airplane in CITY BOMBER, you have to successfully flatten all of the buildings in the city by dropping bombs from your WWI vintage plane. Leave just one piece standing, and you've had it! But your turn doesn't end with a successful landing; you take off almost immediately to try again.

MINEFIELD is a game of intense concentration, requiring keen logical thinking. You start at one corner of a minefield and attempt to get to the other corner, without being blown up in the process. The problem is, you don't know where the mines are! However, your mine sweeper will give you clues as to how many mines surround you.

For the VIC-20.

CHOPLIFTER

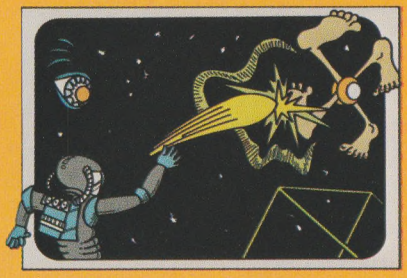


Your task is to rescue American hostages from the enemy. You must pilot your helicopter past hostile tanks, jets and killer satellites to get to the hostages. After landing and picking up a load of men, you must return them safely back to a U.S. base.

When you land your chopper, the hostages will hop aboard unless you already have a full load. If there are no hostages out in the open, you must shoot open another enemy prison to release more.

For the VIC-20.

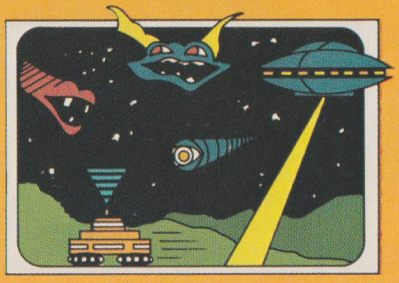
VIDEOMANIA



You're in an open field and strange alien creatures are roaming all over. If you stand still too long, they'll collide with you, causing instant annihilation. Your only defense is to destroy them by throwing your electronic, football-shaped alien zapper at them.

For the VIC-20.

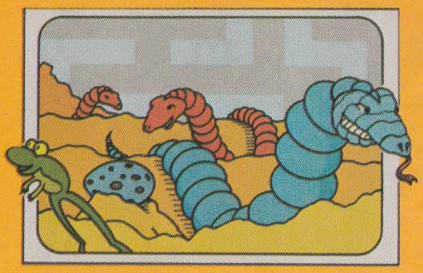
TERRAGUARD



Your mission is to destroy invading aliens before their ship has a chance to land. To eliminate the aliens, move your base along the ground, firing up at them. As you battle against the aliens, the ship will be moving closer to the ground. If you take too much time to destroy the aliens, the enemy ship will zap you with a tractor beam. Your battle skills will be tested to their limits as you attempt to prevent the ship from landing.

For the VIC-20.

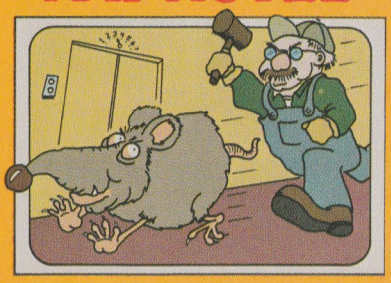
SERPENTINE



It's a snake-eat-snake world out there! In order to survive this serpentine jungle, you have to avoid or devour hostile red snakes. If you do, you can lay eggs and hatch baby snakes. But watch out for the frog, because its favorite food happens to be snake eggs!

For the VIC-20.

RAT HOTEL



It's not easy being a rat these days, especially when Waldo, the maintenance man, is always after your hide. Scurrying from floor to floor of the Hotel Paradisio, you are trying to eat whatever food you can find just to stay alive. Yet, you must avoid the obstacles fiendish Waldo has placed in your path. And Waldo, with his atomic elevator, can leap many floors in a single bound!

Start at the top and finish at the bottom, like all good rats. Just watch out for Waldo and his traps!

For VIC-20, Commodore 64 & TI 99/4A.

COMING SOON!

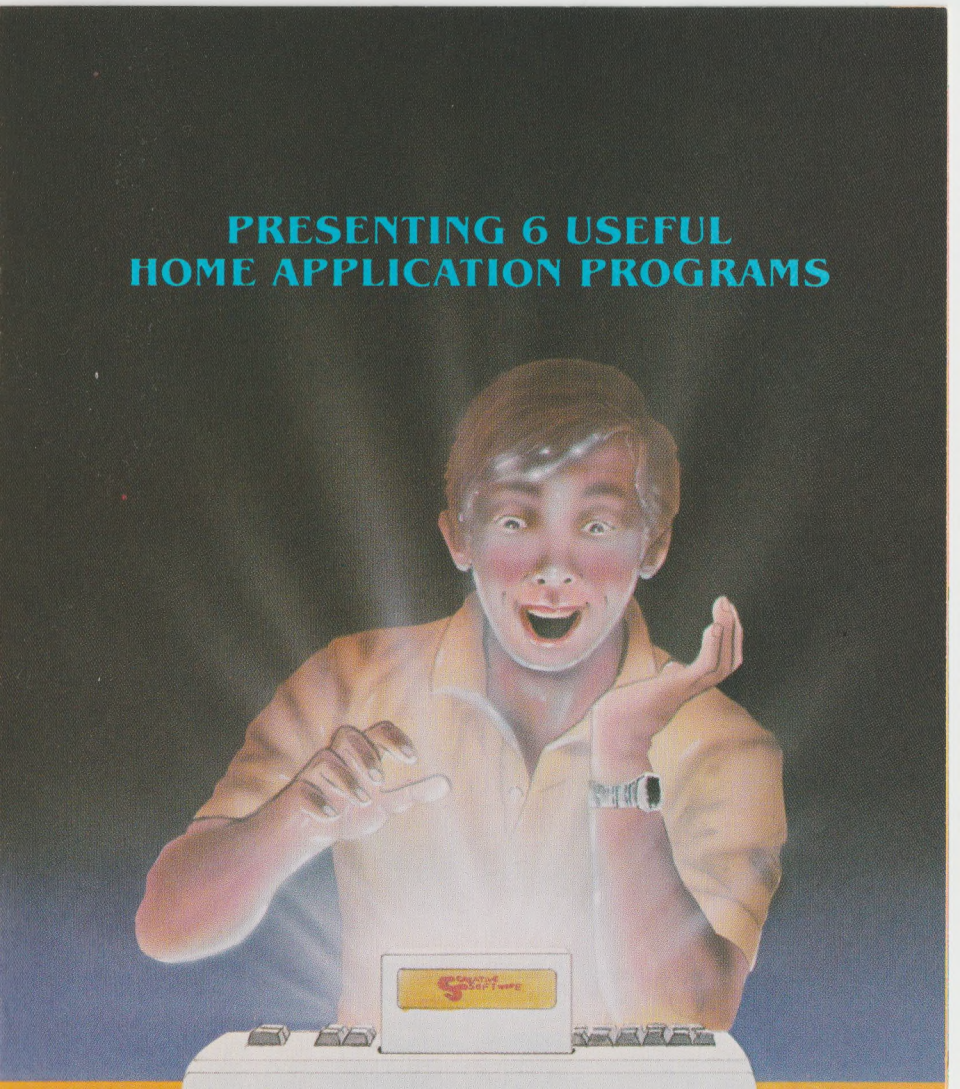
SPITBALL

Your fate is no longer in your hands! While you run around an outside maze, trying to avoid the nasty pursuing snake, cannonballs careen randomly through the inner maze. With luck, the cannonballs will destroy the snake before they destroy you.

Oh, did we forget to tell you about the *black* cannonball of death? Sorry.

For the Commodore 64.

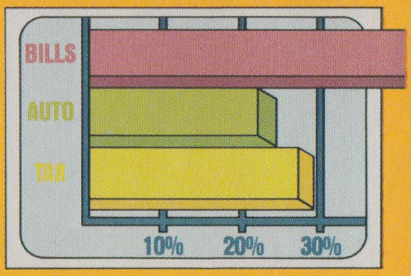
PRESENTING 6 USEFUL HOME APPLICATION PROGRAMS



Please see page 13 for all technical specifications and format availability.

HOME APPLICATIONS

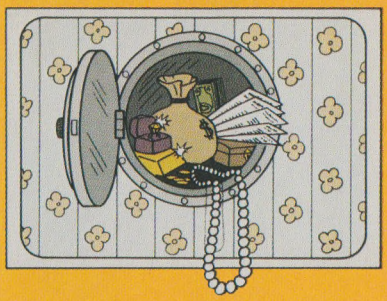
HOUSEHOLD FINANCE



This 4-part program provides all the basic functions you need to do a thorough accounting of your family's finances. It will record, change and delete expense and income items in 16 categories. It will give you monthly and yearly totals in any or all categories and graph a colorful spending profile. It includes a budgeting program to help you clamp down on excessive spending. Its end-of-year feature will read through all your expenses and accumulate all tax-deductible items you have indicated.

For VIC-20, Atari 400/800, Commodore 64.

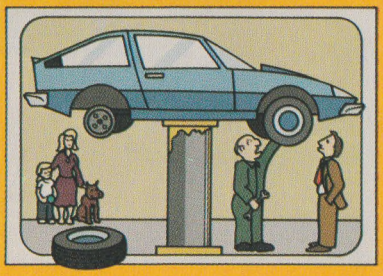
HOME INVENTORY



This 3-part program is designed to provide all the functions you need to do a thorough cataloging of your possessions. It will record, change and delete inventory items in up to 40 categories. It will evaluate inventory in any category and search the items in memory for specified information. Further, a summation of the value of your entire inventory can be computed and displayed.

For VIC-20, Atari 400/800, Commodore 64.

CAR COSTS



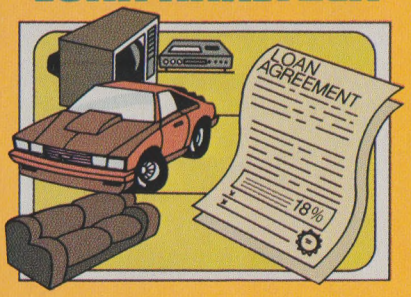
This two-part program helps you to keep track of your auto expenses in five categories: fuel, insurance, payments, maintenance, and repairs. Use Part I to enter, change, delete and record the expenses. Part II analyzes the data and displays charts of fuel consumption and total costs to date. Part II can also compute the cost of a trip of known distance.

A must for all car owners!

For VIC-20, Atari 400/800, Commodore 64.

HOME APPLICATIONS

LOAN ANALYZER

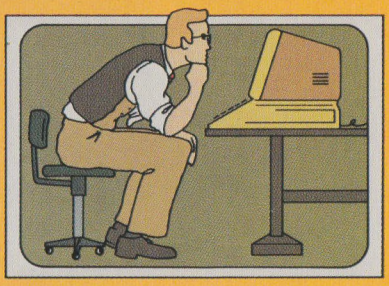


This two-part program analyzes all types of loans — home, car, boat — to help you decide exactly what you need and what you can afford to borrow.

Part I: Loan Calculations will calculate the monthly payment, term of a loan, the maximum amount you can borrow, or the loan's annual percentage rate for fully amortized loans. Part II: Amortization Tables will print out an amortization table consisting of the payment number, interest paid with the current payment, total interest paid on the loan, payment to principal for the current payment, and the remaining balance. It will also calculate the total interest paid on a loan for any specified period.

For VIC-20, Atari 400/800, Commodore 64.

DECISION MAKER

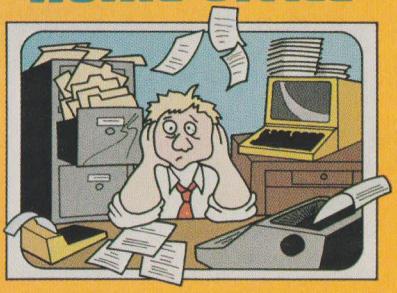


Using this program, you can make decisions based on as many as 11 different influencing factors. Choose the best from among as many as 10 alternatives. You enter and manipulate the relevant information to your particular decision, and the computer calculates which alternative is the best.

By changing some of the decision-making parameters, you can see how the result is changed and the roles which the factors play in determining the outcome. Decision data can be saved on disk or tape for future reference. Hardcopy reports can be produced with optional 80-column printer connected.

For VIC-20, Atari 400/800, Commodore 64.

HOME OFFICE



This software allows you to compose, save and print letters, notes and memos up to 1,600 words long (with the use of a 16K memory expander) and allows you to store up to 650 different items, up to 27 letters long (with the use of 16K memory expander).

This means that in a typical situation, you can store 650 telephone numbers. They can be stored, sorted and retrieved any way you wish.

THE HOME OFFICE. It makes you more efficient in and out of your home.

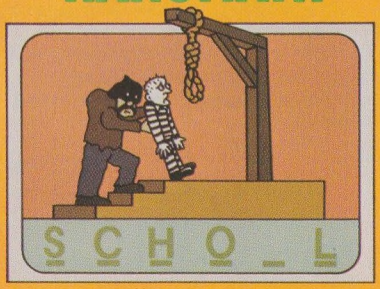
For the VIC-20.

PRESENTING 5 EDUCATIONAL PROGRAMS

Please see page 13 for all technical specifications and format availability.

EDUCATIONAL PROGRAMS

HANGMAN-HANGMATH

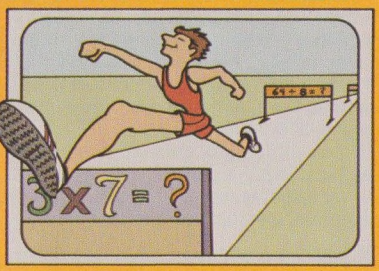


In HANGMAN, you try to guess the letters of a word. You are not told what the word is, but only how many letters it has in it. Every time you guess wrong, a cartoon character takes one step closer to being hanged on the gallows. Every correct guess helps to save him from this horrible fate. Color and animated graphics enhance the enjoyment of this traditional, well-known game.

HANGMATH lets you guess the digits of a multiplication problem. A game of logic and deduction, it is similar to Hangman but deals with digits and numbers rather than letters and words. This challenging, fun-filled game also comes with color, animated graphics.

For the VIC-20.

MATH HURDLER-MONSTER MAZE

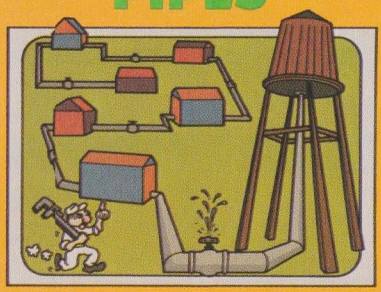


In MATH HURDLER, you race along a race track, trying to jump 10 hurdles as you go. The hurdles are arithmetic problems; their type and difficulty can be selected before starting the race. Watch the man on the screen run and jump, but don't get the wrong answer or he'll fall down when he tries to jump the hurdle!

MONSTER MAZE puts you in a labyrinthian cave, and you must traverse it from one end to the other. The maze contains one to three monsters that can walk through walls as they try to catch and eat you. Every game is a new challenge because you can make a new maze every time you play. This is a true test of your memory, reflexes and spatial perception.

For the VIC-20.

PIPES



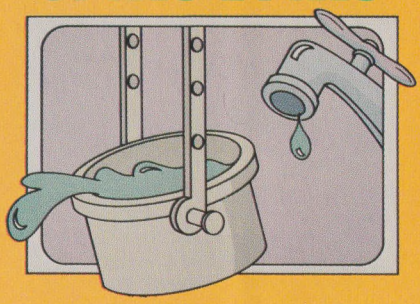
Designed for older grade schoolers through high school students, this multi-function concept educational game will develop the skills of relative distance and economics.

Arlo, the water-works man, has to connect all the houses in Gilroy, California to the main water tank. But Arlo only has so much money to buy pipes, and there is only a limited quantity of pipes available. See what happens when Arlo is successful — and when he isn't!

For the VIC-20 and Commodore 64.

EDUCATIONAL PROGRAMS

SPILLS & FILLS



How much is too much? How much isn't enough?

With this original concept educational game designed for grade schoolers through high school students, you can develop ratio and perspective skills.

With three exciting and challenging skill levels, this program presents new and ever-changing challenges for the inquisitive mind.

For the VIC-20.

COMING SOON!

IN THE CHIPS

This is a two-player basic business simulation where you must determine the advertising, production and pricing policies of your very own software company. Totally joystick controlled and featuring arcade graphics, this educational program looks and plays like a game.

But then, running a software company is not unlike playing a game.

And we ought to know.

For the VIC-20 and Commodore 64.

	VIC-20	ATARI 400/800	COMMODORE 64	TI 99/4A	
MOONDUST™			Cartridge; J		GAMES
SAVE NEW YORK™	Cartridge*; J		Cartridge; J		
ASTROBLITZ™	Cartridge; J		Cartridge; J	Cartridge*; J, Kb	
TRASHMAN™	Cartridge; J, Kb		Cartridge; J	Cartridge*; J, Kb	
BLACK HOLE™	Cartridge; J, Kb				
ACTION GAMES™	Tape; J, Kb				
APPLE PANIC™	Cartridge; J				
CITY BOMBER™	Tape; Kb				
CHOPLIFTER™	Cartridge; J				
VIDEOMANIA™	Cartridge; J				
TERRAGUARD™	Cartridge; J				
SERPENTINE™	Cartridge; J				
RAT HOTEL™	Cartridge; J		Cartridge; J	Cartridge*; J	
SPITBALL™			Cartridge*; J		
HOUSEHOLD FINANCE™	Tape, Disk, Cartridge Kb	32K Tape, 32K Disk Kb	Tape, Disk Kb		HOME APPLICATIONS
HOME INVENTORY™	Tape, Disk Kb	16K Tape, 32K Disk Kb	Tape, Disk Kb		
CAR COSTS™	Tape, Disk Kb	16K Tape, 32K Disk Kb	Tape, Disk Kb		
LOAN ANALYZER™	Tape, Disk Kb	16K Tape, 32K Disk Kb	Tape, Disk Kb		
DECISION MAKER™	Tape, Disk Kb; extra 8K mem. needed	16K Tape, 32K Disk Kb	Tape, Disk Kb		
HOME OFFICE™	Tape, Disk Kb; extra 8K mem. needed				
HANGMAN-HANGMATH™	Tape Kb				HOME-EDUCATION
MATH HURDLER-MONSTER MAZE™	Tape Kb				
PIPES™	Cartridge; J		Cartridge*; J		
SPILLS & FILLS™	Cartridge; J				
IN THE CHIPS™	Cartridge; J		Cartridge*; J		

*Available in late 1983. J = Joystick control. Kb = Keyboard control.

CREATIVE SOFTWARE

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